TINY ARCADE
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MAZE GENERATOR

This program produces random mazes for use in games & puzzles.

When the "PATH WIDTH?" prompt appears, select an even number from 6 to 16. Next, input the horizontal and vertical dimensions of the entire maze.

The computer will leave markers in the trails it carves out to keep track of the directions it has travelled, erasing them as it retraces its' steps looking for fresh paths. When all the markers are erased, the maze is complete.

For a detailed discussion of the algorithm used, the reader is referred to the December, 1981 issue of COMPUTE! magazine pp. 54-59.

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TAPE COPY IN ASTRO BASIC
(WILL WORK IN BOTH BASICS)